

US Lacrosse standards and rules will be followed in this tournament, if not modified within. The following rules have been designed to ensure fair play for all participants. Each coach and player is expected to understand these rules. Any questions concerning these rules should be directed to WPYLA.

TEAM ROSTERS

All participating players must be on the official team roster. Absolutely NO roster sharing or team hopping unless approved by WPYLA. Any team with a player in violation of this rule will be subject to an official team roster check that may lead to a forfeit in all games in which the player is known to have competed and a forfeited opportunity to advance to the championship round. Once you have submitted your team roster, rosters are locked, absolutely no additions or changes to the roster will be allowed unless approved by WPYLA.

WPYLA reserves the right to roster check teams at any time throughout the event.

TOURNAMENT FORMAT: 12U & 14U

10v10

We will follow all WPYLA and US Lacrosse regular season rules with the only exceptions listed below.

- The home team wears white.
- A horn will start and end each game as well as signal the final 2-minute warning.
- Each bracket will play to a championship
- Rosters
 - All players must be on a submitted roster with matching names and jersey numbers, no exceptions. If there is an issue with jersey numbers on rosters, please call a WPYLA representative using the table walkie talkie.
 - Each player may only be rostered on one team. Violation of this policy will result in removal from the tournament and potential forfeits.
- 20-minute running clock halves with and a 5-minute halftime
 - WPYLA & ALOA Representatives will be monitoring that games are starting on time. We reserve the right to shorten games if games start late. We are on a tight schedule, so games must start and stop on time.
- Penalties

- Penalties are running clock.
- Penalties start on the whistle, and time will stop during a timeout or any referee-initiated clock stoppage on the field; this includes halftime and if a game goes into overtime (championships only).
- Substitutions are made on the fly
- Timeouts
 - Teams are allowed 1 45-second timeout per half and no timeouts in the last 2:00 minutes of the game.
 - If a timeout is called, the time on the penalty will stop but game time continues.
- Clock will not stop for injuries unless otherwise directed by the head referee.
- Stick Checks
 - There will be no stick checks unless requested by the opposing coach.
 - If a stick is found to be legal, a delay of game technical foul will be assessed.
 - If the stick is illegal, the appropriate penalty will be applied.
 - No stick checks under 2 minutes of game play.
- No noise makers will be allowed at any field (sirens, cowbells, whistles, vuvuzelas etc.). Any person who violates this rule will be asked to leave the field. If this person is found to be using noise makers a second time they will be removed from the tournament complex.
- Decisions on the field will be the final ruling.

Overtime

- If the game is tied at the end of regulation, it will go to a braveheart
 - OT will start immediately after the end of regulation.
 - Each team selects one of their rostered field players and one of their rostered goalies to take the field.
 - The players will begin the braveheart period with a faceoff and play 1 v 1 until someone scores.

- Goalies may not cross midfield.
- If a player commits a penalty, the opposing team receives the ball, and play is restarted with the player that committed a penalty 5 yards behind the ball.
 - No man down situation. Ball starts from the top center regardless of where the penalty was assessed.
- No substitutions or timeouts.

Championship Game ONLY

- First overtime: Standard OT Rules, 4-minute period, 1st team that scores wins
 - If a team has a timeout remaining from the 2nd half it will carry over into OT. No additional timeouts will be granted.
- Second overtime: 3 v 3 brave heart (1 goalie, 2 field players), 1st team that scores wins

TOURNAMENT FORMAT: 10U

7v7

- 25-minute running clock game (no halftime)
- One timeout per game (30-second timeout) and no timeouts in the last 2:00 minutes of the game. (game clock will run)
- **Competitive Bracket Only (Pool Play Tiebreaker)**
 - Points will be awarded as: 3 points win, 1 point tie and 0 points loss.
 - Top team of each pool will advance to the bracket round of the tournament
 - Tiebreaker for Seeding is as follows (In order):
 - Points
 - Goals Allowed
 - Goal Differential
 - Goals For
 - Winning Percentage
 - Coin Toss

- **Bracket Play Games ONLY**

- Overtime will only occur in the bracket round of the competitive division and be sudden death, first team to score.
- OT will start immediately after the end of regulation.

Note: No overtime in pool play or in the developmental division

PENALTIES / SUSPENSIONS

Tournament officials reserve the right to increase any penalty or suspension.

- Overly physical play will not be tolerated, and if it persists, it could lead to the coach's ejection.
- There are not to be more than 5 WPYLA verified coaches permitted on the team bench during any tournament game. **Any team caught with more than 5 coaches will be penalized with a continuous man down penalty until brought back down to 5 coaches.**
- NO spectators are permitted on the bench side of the sidelines. Coaches are expected to remove spectators or face a continuous man down penalty until the spectators are removed.
- Any coach ejected from a bracket play game will be suspended for the remainder of the tournament and required to leave the facility.
- Any coach ejected from a championship game will face suspension next season and the program may face further action.
- Any program with multiple coaches or players ejected during the tournament may face additional disciplinary action next season.

TOURNAMENT CONDUCT

Tournament referees are responsible for all on-field action and make the ultimate call on any instance pertaining to the game. Decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of a fellow referee, provided play has not restarted. The Head Coach is the only person allowed to discuss any questions or disputes with the referee. Disputes will not be heard after the game. Please treat all officials and tournament staff with respect as the alternative may result in disqualification from the tournament. Field Directors will be available to address any issues.

WPYLA reserves the right to disqualify any team for the following infractions:

1. Ineligible players that are not listed on the team roster with appropriate waiver on file.
2. Poor sportsmanship associated with Team Coaches, Representatives, Managers, Players, and Team Parents. This includes the use of abusive and vulgar language, and abrasive conduct on or off the field.
3. Fans/Spectators that are disruptive or abusive toward opposing teams or officials must be dealt with by the team coach or team representative. A penalty will be assessed to the team for this behavior. If the behavior persists, the fan will be asked to leave the facility.

COACHES

Coaches have total responsibility for the conduct of their players, parents, and team spectators at all times. Coaching from the sidelines is permitted, provided:

- Coach is listed on official Team Credentials.
- The tone of voice is instructive and not derogatory.
- Coaches and all players remain within the designated coaching area/substitution box.
- No coach, player, or spectator makes derogatory remarks or gestures to the referees, other coaches, players and/or spectators.
- No coach, player or spectator uses profanity or incites, in any manner, disruptive behavior.
- Absolutely no alcohol, tobacco, or illegal drug use is permitted on the tournament complex by players, parents and spectators. Failure to comply with this rule is grounds for removal.

Zero Tolerance / Behavior Expectations – Teams are expected to share these expectations with Coaches, Parents and Players. Unsportsmanlike Conduct will not be tolerated. Inappropriate behavior such as profanity and/or taunting players, coaches, or officials will NOT be tolerated.

TEAM TENTS

- Team tents are allowed but must be staked as the complex frequently experiences high winds.
- Tents must not interfere with game and may not be on the team side of the field.
- Tents cannot be placed by on a sidewalk or in designated parking areas.
- Spectators must be off to the side not interfering with crowded areas.

Programs will be asked to move team tents if any of the above are violated.

WEATHER & LIGHTNING POLICY

The tournament will not be stopped for inclement weather. However, in the event of lightning, all participants, fans, and coaches will be asked to leave the fields. Play will resume 30 minutes after the last lightning bolt/thunder has been observed. All tournament activities will resume play upon the Tournament Director's approval. WPYLA will do all it can to keep the tournament games as scheduled. If safety becomes a concern, for weather or any other reason, WPYLA will make the necessary changes to ensure the situation is handled properly. This includes, but is not limited to:

- All scheduled games will ultimately be moved back total time of delay.
- Finish games before inclement weather arrives.
- Shortened games due to time constraints.
- Creating a winner via alternative methods.
- Rescheduling games (if possible).
- Canceling the tournament.
- If lightning strikes a game in progress, the period will end immediately. The suspended game will resume play immediately when the fields are deemed safe. The teams will play ONE shortened running time game. Scores from suspended games will be combined with scores of this shortened game, and the team with the most goals wins.
- If lightning and thunder strike during the second half of a game in progress, the score of that game at the time of the occurrence will be considered the final score. The team leading in scoring at that point will be deemed winner and points will be recorded accordingly.
- Converting the Tournament into a "Festival Format." A Festival Format does not have playoffs or championships. Teams will be given the opportunity to play as many lacrosse games as possible in the amount of time left.

NO player should leave the premises during a stoppage. Any teams unable to field a team upon the specified restart will be awarded a forfeit.

*Note: teams should only leave the facility if conditions become dangerous. There will be no refunds.

In case of inclement weather during the tournament, teams & spectators will be notified with a long, continuous horn. The horn signals that all participants & spectators need to leave the field immediately & go directly to their vehicles. Once dangerous weather has passed, and 30 minutes of clear weather is reached, three short horns will

sound to resume game play. WPYLA reserves the right to make any necessary changes for the betterment of the event.